STAR TREK

THE ROLEPLAYING GAME

INSURRECTION

SUPPLEMENT

Credits

AUTHOR
TheAndorian

LAYOUT & DESIGN
Space_Cadet

This e-book is a non-profit venture and for the promotion of the Star Trek RPG line by Decipher, Inc. Star Trek and related are the property of Paramount Pictures, a Viacom company. The CODA engine for which the RPG uses is also the property of Decipher, Inc. No copyright infringement is intended.

Please note that in order to use this supplement you must have the Player's Guide and the Narrator's Guide published by Decipher, Inc. Go to www.decipher.com for more information on their RPG line and other game related products.

SON'A

Personality: The Son'a are an aggressive race having conquered two other races to serve them. Their ambition has carved out a small but respectable empire. Most Son'a are egotistical and more than a few are completely intolerant of other races. Many Son'a could be considered either masochistic or sadistic or both.

Physical Description: Son'a stand about the same height as the average human of the same gender. The most noticeable aspect of their appearance is that their skin is stretched taught across their bodies. The Son'a have a light complexion, and due to years of surgical alterations have no body hair.

Homeworld: The Son'a have no homeworld, although many keep residences on Ellora. The majority of the Son'a live aboard the starship they serve aboard and live a nomadic lifestyle going wherever Son'a interests take them.

Culture: The Son'a are a hedonistic race obsessed with their ideals of youth. Each Son'a is over one-century old and because of an unexplained gene defect no Son'a can bear children. The race is a dying one and the Son'a are becoming more desperate in their attempts to stay alive, willing to commit atrocities if that's what they feel it takes to continue their existence.

Language: Ba'ku, Son'a; The Son'a speak their own language of the same name which is very similar to Ba'ku. Because of this most Son'a are fluent in both languages. The Son'a refrain from using the Ba'ku language and normally do not learn any other languages as they fell that it is somewhat "beneath" them to do so.

Common Names: Son'a favor three syllable names that they give themselves, Son'a do not have family names.
Male Names: Algohar, Gallatin, Kedotin, Ru'afo, Tar'ano
Female Names: Bel'uko, Dalutan, Id'ufo, Mellatan

Favored Professions: Starship Officer (Any), the Son'a not only serve aboard but most have lived for decades on a starship and thus make excellent starship officers.

Species Adjustments: Son'a are well educated and have a century or more of experience to draw upon. Son'a are not easy to trick and have a gift for foresight. The Son'a are slightly stronger than most species but they also tire more easily. Due to their offsetting appearance other races find interaction with the Son'a difficult.

Perception+1, Strength+1, Vitality-1, Intellect+1, Presence-1

Species Abilities:

Bonus Edge: Curious: The Son'a have a strong desire to know about all things they do not, this has lead to many of the scientific breakthroughs the Son'a have.

Bonus Edge: High Pain Threshold: Nearly a century of major surgical alterations have left the Son'a nearly immune to pain.

Bonus Edge: Wealth 2: Every Son'a makes a substantial living off of the goods that they produce such as narcotics.

Masochistic: The Son'a are no stranger to pain and many will go out of their way to experience it. Because of this the Son'a have developed a somewhat unique addiction. Once per day a Son'a must have some form of alteration done to their body that makes them appear "younger." However Son'a gain Medicine (Plastic Surgery)+2 and may all ways advance it as a professional skill. In addition the Son'a may ignore any modifiers to physical actions due to injury.

Species Flaw: Proud: The Son'a believe their way is best and are more than willing to go to great lengths to prove it.

Species Flaw: Slow Healing; The decades of surgery have caused the Son'a to take longer to heal than most other species.

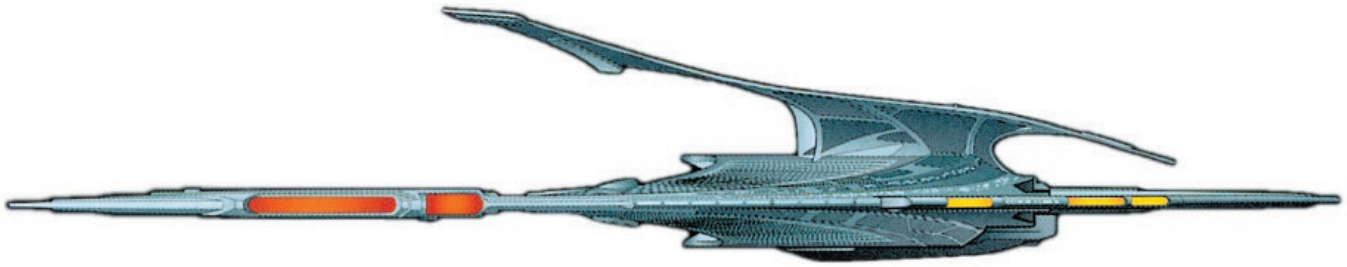
Sterile: The Son'a cannot reproduce naturally and even attempts to clone members of the species has resulted in failure.

Sybarite: The Son'a enjoy extravagant displays of wealth and some of their more outrageous displays would make even an Orion blush. Son'a gain +3 Renown, however they also gain the Infamy (Immorality) flaw. This lifestyle has taken its toll on the Son'a over the decades though and they suffer from weak immune systems because of it. The Son'a gain the flaw Sickly because of their hedonistic lifestyle combined with their advanced age.

SON'A BATTLESHIP

SON'A

Battleship, Commissioned: Unknown



HULL DATA

STRUCTURE: 60
SIZE/DECKS: 10/34
LENGTH/HEIGHT/BEAM: 837/159/1023
COMPLEMENT: 380

OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO
TRANSPORTERS: 10 STANDARD, 10 EMERGENCY
CARGO UNITS: 210
SHUTTLEBAY: 2 A
SHUTTLECRAFT: 20 SIZE WORTH
TRACTOR BEAMS: 1 FD, 1 AD, 1 AV
SEPARATION SYSTEM: NO
CLOAKING DEVICE: NO
SENSOR SYSTEM: CLASS 5 (+5/F)
OPERATIONS SYSTEM: CLASS 4 (E)
LIFE SUPPORT: CLASS 5 (F)

PROPULSION DATA

IMPULSE SYSTEM: FIG-7 (.95C) (C)
WARP SYSTEM: LF-44 (6/9.5/9.7) (C)

TACTICAL DATA

PHASER ARRAYS: TYPE XI (X5/E)
PENETRATION: 6/6/6/0/0
TORPEDOES: MK 95 DF (X4/E)
PENETRATION: 8/8/8/8/8
ISOLYTIC WEAPON*: (E)
DEFLECTOR SHIELD: FSR-2 (E)
PROTECTION/THRESHOLD: 15/5

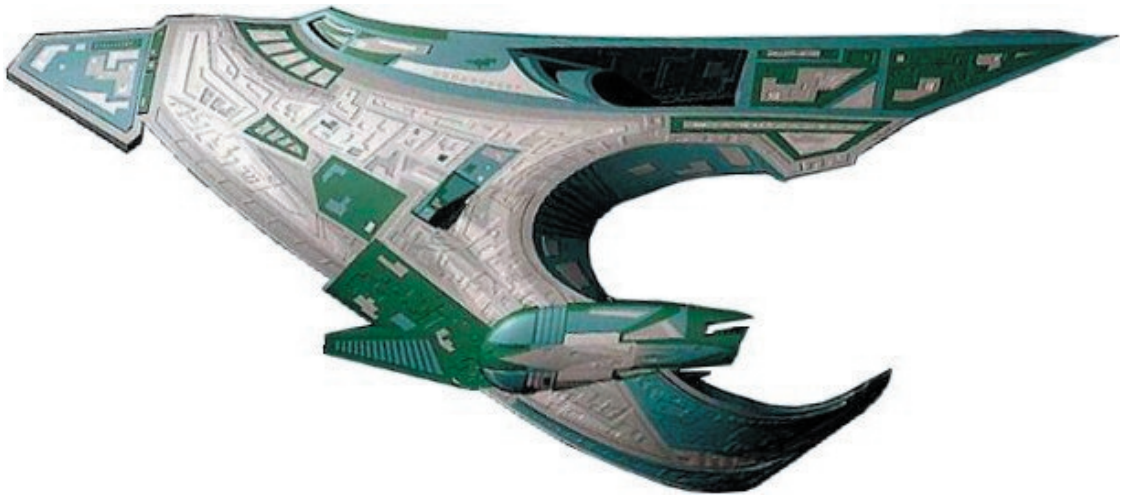
MISCELLANEOUS DATA

MANEUVER MODIFIERS: +2C, -4H, +4T
TRAITS: PROTOTYPE (+5 BEAM), HARDENED SYSTEM (LIFE SUPPORT), DESIGN DEFECT (SHIELD GRID)
*SEE THE EXPANDED STARSHIP OPERATIONS PAGE 8

SON'A SHUTTLE

SON'A

Shuttle, Commissioned: Unknown



HULL DATA

STRUCTURE: 10
SIZE/DECKS: 2/1
LENGTH/HEIGHT/BEAM: 7/2.5/4.5
COMPLEMENT: 6 PERSONS

OPERATIONAL DATA

ATMOSPHERE CAPABLE: YES
TRANSPORTERS: 1 2-PERSON STANDARD
CARGO UNITS: 3
SHUTTLEBAY: NO
SHUTTLECRAFT: NO
TRACTOR BEAMS: 1 AV
SEPARATION SYSTEM: NO
CLOAKING DEVICE: NO
SENSOR SYSTEM: CLASS 2 (+2/C)
OPERATIONS SYSTEM: CLASS 2 (C)
LIFE SUPPORT: CLASS 3 (D)

PROPULSION DATA

IMPULSE SYSTEM: FIG-5 (.92C) (B)
WARP SYSTEM: LF-7X2 (4/6/8.3) (B)

TACTICAL DATA

PHASER ARRAYS: TYPE VI (X2/B)
PENETRATION: 4/3/3/0/0
DEFLECTOR SHIELD: FSQ-2 (CC)
PROTECTION/THRESHOLD: 14/1

MISCELLANEOUS DATA

MANEUVER MODIFIERS: −1C, +2H, +1T
TRAITS: PROTOTYPE (-2 BEAM)

SON'A COMMAND CRUISER

SON'A

Heavy cruiser, Commissioned: Unknown

HULL DATA

STRUCTURE: 30
SIZE/DECKS: 6/14
LENGTH/HEIGHT/BEAM: 354/124/283
COMPLEMENT: 70

OPERATIONAL DATA

ATMOSPHERE CAPABLE: NO
TRANSPORTERS: 6 STANDARD, 6 EMERGENCY
CARGO UNITS: 60
SHUTTLEBAY: 1 A
SHUTTLECRAFT: 6 SIZE WORTH
TRACTOR BEAMS: 1 FV, 1 AD, 1 FD
SEPARATION SYSTEM: NO
CLOAKING DEVICE: NO
SENSOR SYSTEM: CLASS 4 (+4/E)
OPERATIONS SYSTEM: CLASS 5 (F)
LIFE SUPPORT: CLASS 5 (F)

PROPULSION DATA

IMPULSE SYSTEM: FIG-7 (.95C) (C)
WARP SYSTEM: LF-45 (6/9.6/9.9) (C)

TACTICAL DATA

PHASER ARRAYS: TYPE XII (X2/C)
PENETRATION: 4/4/4/0/0
TORPEDOES: MK 95 DF (X2/C)
PENETRATION: 6/6/6/6/6
DEFLECTOR SHIELD: FSR-2 (E)
PROTECTION/THRESHOLD: 15/5

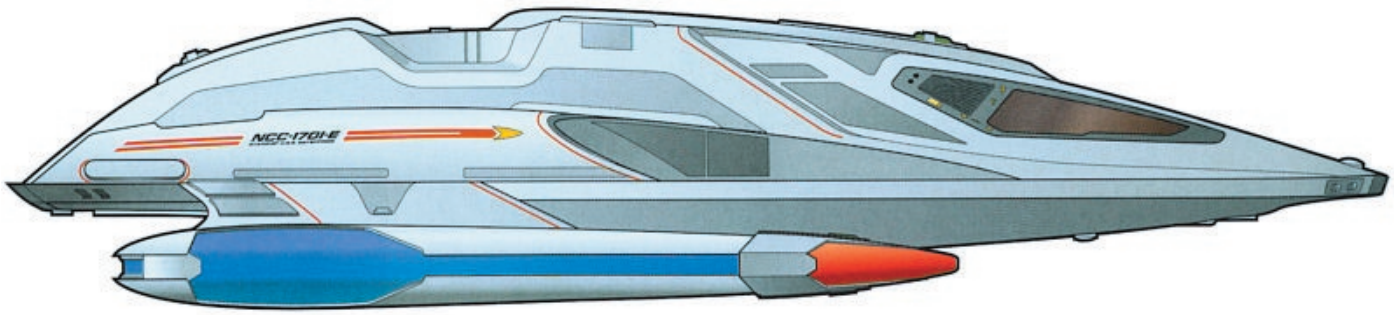
MISCELLANEOUS DATA

MANEUVER MODIFIERS: +3C, -2H, +3T
TRAITS: DESIGN DEFECT (SHIELD GRID), PROTOTYPE (-2 BEAM)

STARFLEET TYPE 11 SHUTTLECRAFT

FEDERATION

Shuttle, Commissioned: 2375



HULL DATA

STRUCTURE: 10
SIZE/DECKS: 2/1
LENGTH/HEIGHT/BEAM: 11.38/3.68/6.13
COMPLEMENT: 4 PERSONS

OPERATIONAL DATA

ATMOSPHERE CAPABLE: YES
TRANSPORTERS: 1 2-PERSON STANDARD
CARGO UNITS: 2
SHUTTLEBAY: NO
SHUTTLECRAFT: NO
TRACTOR BEAMS: 1 AV
SEPARATION SYSTEM: NO
CLOAKING DEVICE: NO
SENSOR SYSTEM: CLASS 4 (+4/E)
OPERATIONS SYSTEM: CLASS 2 (C)
LIFE SUPPORT: CLASS 3 (D)

PROPULSION DATA

IMPULSE SYSTEM: FIG (.9C) (B)
WARP SYSTEM: LF-7X2 (4/6/8.3) (B)

TACTICAL DATA

PHASER ARRAYS: TYPE V (A)
PENETRATION: 3/3/2/0/0
TORPEDOES: MK 25 (MICRO) (A)
PENETRATION: 2/2/2/2/0
DEFLECTOR SHIELD: FSQ-2 (D)
PROTECTION/THRESHOLD: 15/1

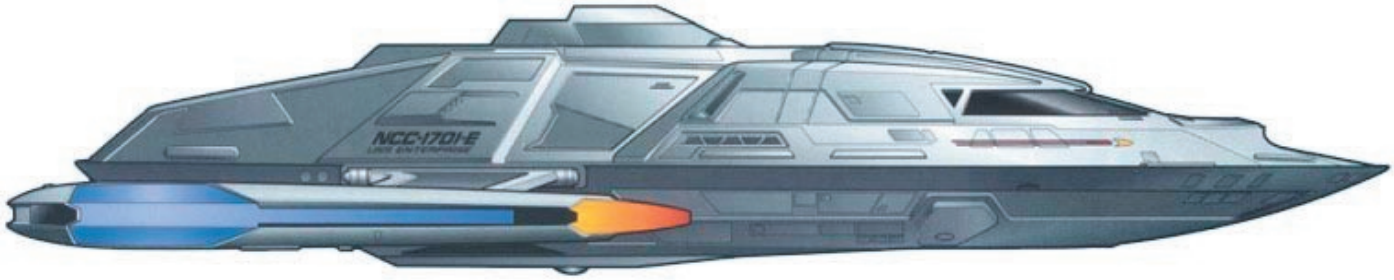
MISCELLANEOUS DATA

MANEUVER MODIFIERS: +0C, +2H, +0T
TRAITS: PROTOTYPE (SHIELD GRID +1 PROTECTION, +1 RELIABILITY)

CAPTAIN'S YACHT COURIER

FEDERATION

Courier, Commissioned: 2371



HULL DATA

STRUCTURE: 20 (5 ABLATIVE)
SIZE/DECKS: 3/1
LENGTH/HEIGHT/BEAM: 33.5/6.7/26.2
COMPLEMENT: 3 PERSONS

OPERATIONAL DATA

ATMOSPHERE CAPABLE: YES
TRANSPORTERS: 2 STANDARD, 2 EMERGENCY
CARGO UNITS: 30
SHUTTLEBAY: NO
SHUTTLECRAFT: NO
TRACTOR BEAMS: 1 AD
SEPARATION SYSTEM: NO
CLOAKING DEVICE: NO
SENSOR SYSTEM: CLASS 2 (+2/C)
OPERATIONS SYSTEM: CLASS 2 (C)
LIFE SUPPORT: CLASS 4 (E)

PROPULSION DATA

IMPULSE SYSTEM: FIG (.9C) (B)
WARP SYSTEM: LF-7X2 (4/6/8.3) (B)

TACTICAL DATA

PHASER ARRAYS: TYPE V (X2/B)
PENETRATION: 4/3/3/0/0
TORPEDOES: MK 80 DF (B)
PENETRATION: 4/4/4/4/4
DEFLECTOR SHIELD: FSQ-2 (CC)
PROTECTION/THRESHOLD: 14/1

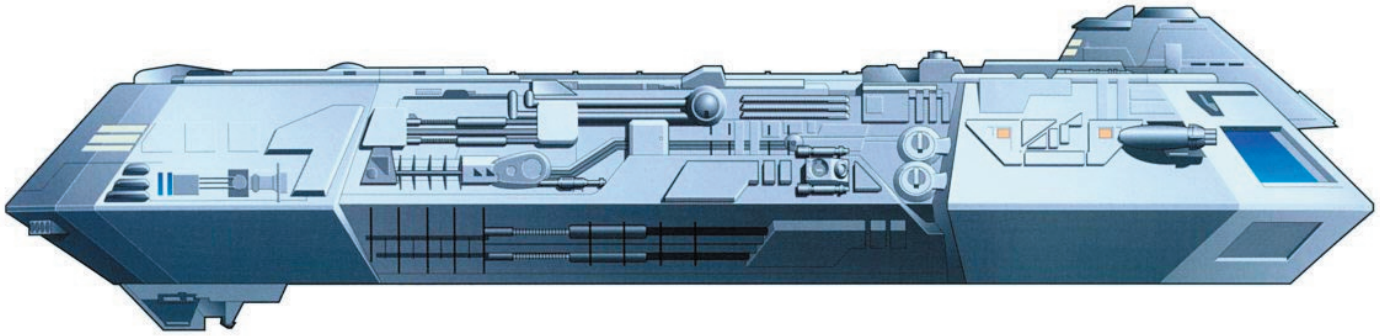
MISCELLANEOUS DATA

MANEUVER MODIFIERS: -1C, +2H, +1T
TRAITS: ABLATIVE ARMOR

STARFLEET HOLOSHIP TRANSPORT

FEDERATION

Transport, Commissioned: 2375



HULL DATA

STRUCTURE: 15
SIZE/DECKS: 3/3
LENGTH/HEIGHT/BEAM:
COMPLEMENT: UNMANNED

OPERATIONAL DATA

ATMOSPHERE CAPABLE: YES
TRANSPORTERS: 3 2-PERSON STANDARD
CARGO UNITS: 80
SHUTTLEBAY: NO
SHUTTLECRAFT: NO
TRACTOR BEAMS: NO
SEPARATION SYSTEM: NO
CLOAKING DEVICE: CLASS 3 (RATING 20)
SENSOR SYSTEM: CLASS 3A (+3/CC)
OPERATIONS SYSTEM: CLASS 5 (F)
LIFE SUPPORT: CLASS 5 (F)

PROPULSION DATA

IMPULSE SYSTEM: FIB (.5C) (D)
WARP SYSTEM: NO

TACTICAL DATA

DEFLECTOR SHIELD: FSQ-1A (BB)
PROTECTION/THRESHOLD: 12/1

MISCELLANEOUS DATA

MANEUVER MODIFIERS: +0C, +1H, +0T
TRAITS: HARDENED SYSTEM (OPERATIONS), HARDENED SYSTEM (LIFE SUPPORT)

Name: Ru'afo
Species: Son'a
Species Abilities: Masochistic, Sterile, Sybarite
Attributes: AGL: 5(+0) INT: 11(+2) PER: 13(+3) PRS: 10(+2) STR: 8(+1) VIT: 5(+0)
Reactions: QUIK: +3 SAVV: +5 STAM: +2 WILL: +5
Profession(s): Starship Officer (Command)
Professional Abilities: Starship Duty, Commanding Presence, Starship/Starbase Protocol, Starship Tactics, Bluff, Command, Connections
Advancements: 34
Skills: Culture (Son'a)+8, History (Son'a)+6, Politics (Son'a)+8, Specific World (Ba'ku)+1, Language: Ba'ku+4, Language: Son'a+6, Craft (Pottery)+2, Appraise+3, Forgery+3, Administration (Son'a)+5, Computer Use (Retrieve)+7, Ranged Combat: Energy Weapons (Disrupter Pistol)+3, Negotiate+5, Repair+5, System Operation (Command)+7, Tactics (Space)+4, Unarmed Combat: Brawling+4, Inquire (Fraternize)+5, Streetwise+1, Business+2, Medicine (Plastic Surgery)+4
Edges: Curious, High Pain Threshold, Wealth 5, Promotion 6, Command 2, Resolute, Innovative 2
Flaws: Proud, Slow Healing, Infamy (immorality), Sickly
Defense: 7 **Health:** 6 **Courage:** 4
Renown: +30
Background: Date of birth unknown, negotiated the Federation-Son'a treaty, commanded the Son'a task force that occupied the briar patch (2375)

Name: Gallatin
Species: Son'a
Species Abilities: Masochistic, Sterile, Sybarite
Attributes: AGL:7 (+0) INT:11 (+2) PER:13 (+3) PRS:9 (+1) STR:9 (+1)VIT:7 (+0)
Reactions: QUIK: +3 SAVV: +2 STAM: +3 WILL: +6
Profession(s): Starship Officer (Command)
Professional Abilities: Starship Duty, Commanding Presence, Technophile, Starship Tactics, Educated, Starship/Starbase Protocol, Power Player, Command
Advancements: 32
Skills: Culture(Son'a)+6, History (Son'a)+3, Politics (Son'a)+5, Specific World (Ba'ku)+1, Language: Ba'ku+3, Language: Son'a+6, Craft: Carpentry+2, Appraise+1, Life Science+1, Administration (Son'a)+4, Computer Use (Retrieve)+4, Ranged Combat: Energy Weapons (Disrupter Pistol)+4, Inquire+2, Negotiate+4, Persuade+2, Repair+2, System Operation (Command)+4, Law (Intergalactic Trade)+4, Tactics (Space)+5,Medicine (Plastic Surgery)+2
Edges: Curious, High Pain Threshold, Wealth 4, Promotion 5, Innovative 3, Command 2, Ally 3 (Ru'afo), Coordinator
Flaws: Proud, Slow Healing, Infamy (immorality), Sickly
Defense: 7 **Health:** 9 **Courage:** 5 **Renown:** +20
Background: Date of birth unknown, took part in the brief Federation-Son'a alliance of 2375, was Ru'afo's second-in-command and the Son'a Battleship group commander of the Son'a task force sent to the briar patch.

Please note this e-book was intended to include more information (ie. Ba'ku and more character write ups and alien profiles). Therefore, this e-book is an incomplete at this time.

Do you remember when we used to be explorers?– Captain Picard

The crew of the USS Enterprise are called on to resucue a survey team on a planet inhabited by the Baku, a pre-warp civilzation, after Lt Cmdr Data delibritely sabatoges a Federation-Son'a mission. Baffled as Picard and the crew are of Data's behavior, they learn there is more than meets the eye as they unravel a mystery that may lead to an insurrection...

www.startrek.com
www.decipher.com
www.trek-rpg.net
www.starbase-coda.com